

Defense - Maximale Anzahl an Gebäuden @ HQ Level

HQ Level	Sniper Tower	MG	Mortar	Cannon	Flame-thrower	Boom Cannon	Rocket Launcher	Mine	Boom Mine
									
1	1	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	3	-
3	2	-	1	-	-	-	-	3	-
4	2	1	1	-	-	-	-	6	-
5	3	1	1	-	-	-	-	6	-
6	3	2	1	1	-	-	-	9	-
7	3	2	2	1	-	-	-	9	-
8	4	2	2	2	-	-	-	12	-
9	4	2	2	2	1	-	-	12	-
10	4	3	2	3	1	-	-	12	1
11	4	3	2	4	2	-	-	15	1
12	5	3	3	4	2	1	-	15	2
13	5	4	3	4	2	1	1	15	2
14	5	4	3	4	3	2	1	18	3
15	6	4	3	4	3	2	1	18	3
16	6	5	3	5	3	2	2	18	4
17	6	5	3	5	4	3	2	21	4
18	6	5	4	5	4	3	2	21	5
19	6	5	4	6	4	3	3	21	5
20	6	5	4	6	4	4	3	24	6